AGE 13+

MAGIC The Gathering®

Premium Deck Series

FIRE & LIGHTNING

AGE 13+

Ignite Your Planeswalker Spark

If you're new to the **Magic**™ game, this pack also contains a "learn to play" guide. Or you can learn more at **MagicTheGathering.com**.

Creatures (20)

1	Grim Lavamancer	R	*Torment*
2	Jackal Pup	R	*Tempest*
2	Mogg Fanatic	R	*Tempest*, *Tenth Edition* core set
2	Spark Elemental	R	*Fifth Dawn*, *Tenth Edition* core set
1	Figure of Destiny	RW	*Eventide*
1	Hellspark Elemental	1R	*Conflux*
2	Keldon Marauders	1R	*Planar Chaos*
2	Mogg Flunkies	1R	*Stronghold*
1	Cinder Pyromancer	2R	*Eventide*
1	Jaya Ballard, Task Mage	1RR	*Time Spiral*
1	Vulshok Sorcerer	1RR	*Fifth Dawn*
1	Ball Lightning	RRR	*The Dark*, *Magic 2010* core set
1	Boggart Ram-Gang	RRG	*Shadowmoor*
1	Keldon Champion	2RR	*Urza's Destiny*
1	Fire Servant	3RR	*Magic 2011* core set

Other Spells (15)

1	Chain Lightning	R	*Legends*
4	Lightning Bolt	R	*Limited Edition* (Alpha), *Magic 2011* core set
1	Price of Progress	1R	*Exodus*
1	Thunderbolt	1R	*Weatherlight*
1	Reverberate	RR	*Magic 2011* core set
1	Browbeat	2R	*Judgment*, *Time Spiral*
1	Flames of the Blood Hand	2R	*Betrayers of Kamigawa*
1	Hammer of Bogardan	1RR	*Mirage*, *Eighth Edition* core set
1	Pillage	1RR	*Alliances*, *Seventh Edition* core set
1	Sudden Impact	3R	*Tempest*, *Tenth Edition* core set
1	Fireblast	4RR	*Visions*
1	Fireball	XR	*Limited Edition* (Alpha), *Magic 2011* core set

Lands (25)

1	Barbarian Ring	*Odyssey*
1	Ghitu Encampment	*Urza's Legacy*, *Tenth Edition* core set
2	Teetering Peaks	*Zendikar*
21	Mountain	

Playing the Deck

Premium Deck Series: Fire & Lightning combines the game's most powerful burn spells with its most efficient creatures, and throws them at the opponent until the game ends. The chaff has been trimmed. The ballast has been thrown overboard. If you're looking for something cute, quirky, and nice, go look elsewhere. If you're looking to deliver a savage beating—well, you've come to the right place.

What you'll notice first about *Fire & Lightning* is the wide array of "burn" spells at your disposal—direct-damage spells that can target creatures, players, or both. Some spells, like Lightning Bolt, simply offer cheap, efficient damage at any point in the game. Others, like Price of Progress, trade early-game effectiveness for devastating power later on. Either way, there's no need to be conservative with these babies, because you can rest assured that more are on the way.

Of course, you're not going to let your Bolts and Fireballs have all the fun! Creatures have always been a great way to take huge chunks out of your opponent's life total, and this deck doesn't disappoint. In the early game, inexpensive threats like Jackal Pup and Goblin Guide put your opponent on the defensive. Meanwhile, heavy hitters like Jaya Ballard and Keldon Champion give the deck some staying power if the game should go long.

Tips & Tricks

- While it's tempting to send burn directly at your opponents from the get-go, it's usually a better idea to aim at their creatures first.
- Mogg Flunkies packs a lot of punch, but it needs a buddy at its side before it gets into a fight. Surprise your opponent with hasty creatures like Spark Elemental and Ball Lightning to deal huge amounts of damage even if Mogg Flunkies was the only creature on the battlefield as the turn began.
- Use Reverberate and Fire Servant to amplify your better burn spells. Either can suddenly end the game in concert with cards like Flames of the Blood Hand, Sudden Impact, and Fireblast.
- Above all, *attack!* Most of your creatures aren't designed for the long game, so sitting around twiddling your thumbs isn't going to get you anywhere.

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Premium Deck Series

Fire & Lightning

Illus. Greg Staples and Aleksi Briclot

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Premium Deck Series

Fire & Lightning

Fury Unleashed

Premium Deck Series: Fire & Lightning is a deck for a certain kind of player.

Some players might spend their time dilly-dallying around trying to assemble some intricate combination of cards that might, eventually, do something. Others might execute a long, drawn-out game plan of subtle ploys and gradual advantages, manipulating resources to minimize and maximize variables over time.

This is not the deck for them.

This is a deck for the player that wants to roast every little Elf an opponent plays to a crisp. This is a deck that wants to take whatever well-oiled machine an opponent is trying to assemble and smash it into teensy-tiny pieces before it even starts to get going. This is a deck for the player that wants to shoot first and ask questions later.

Illus. Matt Cavotta

A History of Burn Decks

In 1996, most **Magic** decks were designed to power out hard-hitting threats on the third or fourth turn of the game, or used cards like Dark Ritual to accelerate their mana ahead of schedule. Then came the **Magic** game's first high-profile red deck: Paul Sligh and Jay Schneider built a monored deck that started casting threats *on the first turn*—and didn't stop until their opponents succumbed to the onslaught. It was something totally new.

And a funny thing happened. Red decks started winning. In fact, they started winning *a lot*. The *Tempest* expansion added fuel like Jackal Pup and Mogg Fanatic to the fire, and the "Sligh" deck transformed into a lightning-quick beatdown machine. Dave Price's Pro Tour win in 1998 showed the world that fast red decks could compete at the game's top tier of play.

Shortly after Price's win, successful red decks began to migrate into different camps. Sligh and "Deadguy Red" decks (as Price's deck came to be called) updated their creature base with cards like Mogg Flunkies and the punch-packing Ball Lightning. Dan Paskins and John Ormerod's RDW2K (Red Deck Wins 2000), on the other hand, cut back on creatures to make room for versatile lands like Ghitu Encampment and long-game burn spells like Hammer of Bogardan. Adrian Sullivan's "Ponza" strategy took this trend even further, cutting almost all the deck's creatures to make room for land destruction spells like Stone Rain and Pillage.

In more recent years, the monored strategy has trended back toward good old-fashioned *burn*. At Pro Tour–Kobe in 2004, Masashiro Kuroda defeated a field full of "Affinity"—possibly the most powerful deck of the last decade—with eight creatures, four Damping Matrixes, and twenty direct damage spells, topping his curve with a set of fully-powered Fireballs. Michael Jacob won U.S. Nationals 2008 with his update of the Sligh deck, which featured the best red creatures the Standard format had to offer, including Figure of Destiny. And with the return of Lightning Bolt in the ***Magic** 2010* core set, coupled with the printing of Goblin Guide in the *Zendikar* set, a full-fledged burn deck became a staple of both the Extended and Legacy formats.

Premium Deck Series: Fire & Lightning features some of the best cards from the best burn decks across **Magic** history. So go ahead: shuffle up the deck, cast creatures, and kill things. Roast, rinse, and repeat.

Illus. Aleksi Briclot